

MAGIC

The Gathering®



THEROS™

PLAYER'S GUIDE

illus. Tyler Jacobson

A World of Enchantment

The plane of Theros is a world steeped in myth, legend, and prophecy. Intrepid champions draw upon their inner courage as they battle fearsome monsters. The gods further their own agendas by influencing the fate of mortals who worship them. As you explore the *Theros*™ set, you'll encounter characters and creatures of heroic potential and the spells you need to take your place in the histories.

Illus. Steve Prescott



The Will of the Gods

The gods of Theros are represented in this set by five cards unlike anything you've seen elsewhere. These cards are always indestructible enchantments with powerful abilities, but if you show sufficient *devotion* to the God's color, they manifest as colossal creatures to aid you in battle. And the Gods aren't the only cards in the *Theros* set that reward you for your devotion. Look for other cards with devotion effects that scale with the number of colored mana symbols among your permanents' mana costs.

Monsters of Myth

Outside the bounds of civilization, giants, krakens, and other ferocious monsters await hapless adventurers foolish enough to pass near their lairs. Can the brave heroes of Theros stand up to these gargantuan threats? The *monstrosity* ability allows a creature to power up once per game, unleashing the full measure of its fury. All creatures get a number of +1/+1 counters when their monstrosity ability is activated, and some have unique effects like destroying permanents, dealing damage, and more.



A Time for Heroes

The *heroic* ability lets you bring out the best in your creatures whenever you cast a spell that targets them. The benefits range from +1/+1 counters to drawing cards, dealing damage, and more! Remember that Aura spells do target when you cast them, so they work perfectly alongside heroic creatures.



Gifts from the Divine

The plane of Theros is home to *enchantment creatures*, divine beings in service of the gods. These creatures have the *bestow* ability, which allows them to function as Auras. You can cast a creature card with bestow just as you would any other creature, by paying its mana cost. Or you can pay the card's bestow cost instead to cast it as an Aura. The Aura spell targets a creature of your choice, and the Aura remains on that creature just like any other Aura would, granting additional power, toughness, or abilities. And here's the best part: If the enchanted creature leaves the battlefield, your bestow card remains on the battlefield and turns back into a creature. It's like getting two cards for one! (If you cast the bestow card as an Aura and then its target becomes illegal, the bestow permanent enters the battlefield as a creature.)



The *Theros* set is filled with epic creatures and powerful magic fit for a true hero. Whether you stand against the monstrous forces terrorizing the population or follow a path of devotion to the divine, your destiny is in your hands. The stories you create will be legendary.

Gods, Monsters, and Mortals



An awe-inspiring pantheon of gods rules the world of Theros. Mortals tremble before them, feel the sting of their petty whims, and live in terror of their wrath. Worshippers pay tribute to particular gods in the form of offerings, festivals, and shrines, hoping to earn a god's blessing, or soothe a god's fury.

Theros is also a plane where barbaric, cave-dwelling minotaurs descend on wayward travelers and giants stalk the land. At sea, massive krakens prowl its depths, and sirens lure sailors to their demise. Amid such colossal perils, mortals must find a way to endure.

Yet on Theros, the hero's mantle is raised highest. Not only have the mortals endured, they have managed to thrive. Civilization is protected within the walls of great city-states, each polis a bulwark against the raging monsters that roam the more savage places of Theros.

Meletis, the polis of learning, progress, magic, and devotion to the gods, is a testament to the achievements of civilized humanity. It is hemmed in by vast golden wheat fields and the Siren Sea, and it is defended by their Reverent Army.



Illus. Jason Chan



Illus. Wesley Burt

In the polis of **Akros**, martial prowess is held in the highest esteem, and Akroan warriors have reached near-mythical status throughout Theros. The imposing cliff-top fortress of Akros lies at the center of a network of outposts that serve to protect the rest of Theros.

Setessa, an isolated polis surrounded by concentric rings of forest, is fiercely independent. Strong bonds connect its inhabitants, and all in Setessa share a veneration of nature.

The Gods of Theros



Illus. Jung Park

Theros is ruled by a pantheon of gods with their own unique attributes, desires, temples, and worshippers. As on the other planes of the Multiverse, the magic of Theros is fueled by mana that comes from the land itself. All mana has one of five innate colors, and all of the gods of Theros maintain influence over the mana that reflects their respective domains.

The Land of Nyx

When mortals sleep and dream on Theros, they are said to visit Nyx, the proverbial land of night and the home of the gods. Dreams are seen as gifts from the gods. When they appear to mortals, the gods are actually infused with Nyx, so that the night sky is intertwined with their physical form. Gifts given from the gods to mortal heroes reflect their Nyx origin as well.



Illus. Sam Burley

Heliod, God of the Sun

Heliod is the bringer of the day. With his spear, he causes the sun to rise at dawn and set at dusk. Heliod represents law, justice, and the bonds of kinship. He presides over matters of family honor, questions of morality and virtue, speeches, marriages, and acts of protective bravery and personal sacrifice.

Heliod radiates pride and self-assurance. His presence fills the sky with light, blocking the dark starry view of Nyx. When he appears to mortals, he has the same overwhelming aura of awe and brilliance. He is convivial and gregarious, making friends quickly and forming bonds easily. Though he sees himself as the ally to all, there are those who know that Heliod can be fickle in his loyalty. His greatest ally today might be the target of his retribution tomorrow.

The god of the sun literally brings the light of day to the world, so almost everyone on Theros pays at least some sort of tribute to him. His most devoted worshippers are found among humans of any polis and centaurs of the Lagonna Band. The most important holiday associated with Heliod is the summer solstice, celebrated with three days of ceremonious feasting, weddings, and oaths of loyalty.

Illus. Jaime Jones



Illus. Jason Chan

Thassa, God of the Sea

Thassa commands the oceans and presides over the creatures of the deep. She is the god of long voyages, introspection, and ancient knowledge. She is associated with patterns and constants, such as the ebb and flow of the tides. Yet she is also the god of gradual change, just as the sea can wear down the largest boulders over time.

Thassa wields a bident, with which she controls the tides and can stir the seas into colossal whirlpools. She is constantly striving to resculpt the land and upend institutions to effect slow, eventual, unfolding change. Often uninterested in reality of the present, her speech is suffused with references to what tomorrow will bring. Thassa is slow to anger, but implacable once roused. Her wrath can grow like a rumbling, unstoppable wave, swallowing up whole villages with its fury, only to subside with the tide.

Thassa is worshipped mostly by the people of Meletis and by tritons, though all who venture out to sea revere her. Although tritons exalt her above all other gods, Thassa shows no favoritism toward them, seeming equally impassive to all mortals.

Erebos, God of the Dead

According to myth, when the sun first shone on Heliod, god of the sun, the first shadow was cast. When Heliod saw it, he feared and banished it, sending it beyond the Five Rivers That Ring the World. That shadow became Erebos, the god of death who rules the Underworld. In time, Erebos accepted his role, knowing that although Heliod had banished him, he would always stand behind the sun god. Perhaps because of his own origins, Erebos is also the god of misfortune, ill fate, begrudging acceptance, envy, and bitterness.

Erebos is not a god without compassion, but his compassion is limited to feeling on behalf of others what he himself feels. He has accepted his fate, and therefore his subjects, the dead, must accept theirs. He idly envies the sunlit world of the living, but he is characterized more by a dispassionate resignation to his position. He knows that all souls will eventually join him, which affords him a kind of satisfaction.

Erebos wields golden-handled whip with a lash of seemingly infinite reach. The whip is used to inflict pain when necessary, but it is more frequently employed to drag the reluctant dead into—or back into—his realm.

The god of the underworld is worshipped by three distinct sets of mortal beings: those who exalt death, those who desire wealth, and the group closest to his heart—those who pray for acceptance of their fates.

Illus. Peter Mohrbacher



Purphoros, God of the Forge

Purphoros is the great smith among the gods, holding dominion over the restless earth and fire. He rules the raw creative force of heat and energy that fills the souls of mortals. His energy emerges as chaos, something to be harnessed and shaped by labor and passion. For this reason, Purphoros is also the god of artisans, of obsession, and of the cycle of creation and destruction.

To sit in the presence of Purphoros is to be inspired. He forges the most ornate and delicate items only to dash them into flame and start again. A blow from his hammer can render the earth molten, and when it strikes metal, some of the sparks that fly have been known to take on a life of their own. Purphoros is reasonable, yet ultimately he follows his own creative and destructive impulses. He is forever pushing against the barriers of mortal imagination, sensing that there is much more to express. He might plummet into despondency only to then lash out at the world with raw destruction.

Purphoros's worshippers extend beyond the smiths of Theros. Artists, human and satyr especially, seek his aid, ascending to altars on volcanic slopes with the hope that inhaling the vapors will bring them some of Purphoros's creative ingenuity. Warriors pay homage to him when lighting their bonfires. Potters inscribe their works with markings meant to honor him.



Illus. Eric Deschamps



Nylea, God of the Hunt

Nylea presides over the natural order of the untamed wilderness. As such, she is the god of the forests, predation, and hunger. The seasons change at her whim, so she is also the god of metamorphosis and rebirth.

The god of the hunt is often perceived as aloof, as she spends much of her time in a hidden grove that can manifest wherever she desires. Inside the dense ring of trees, it is perpetually twilight, with a clear view of Nyx. At the center is a giant chrysalis suspended inside the trunk of a towering oak tree. Nylea receives strength and peace by sleeping inside the chrysalis. With her companions, Nylea is playful. She has a feral, animalistic side that surfaces when she feels that her woodland creatures are threatened, and she can be quick to anger.

The god of the hunt is Theros's finest archer. With her bow and her keen eyes, she can hit the tiniest targets, often practicing on illusionary silkworms or fireflies. Nylea is a hunter, but she loathes hunting for sport.

Nylea has no temples built in her honor. She dislikes the construction of temples and cities in general, yet she has worshippers among the nymphs, the satyrs, and the many citizens of Setessa. A holy site to Nylea may be a tree surrounded by a cloud of butterflies.


Planeswalker Profile: Elspeth, Sun's Champion



Illus. Eric Deschamps

A Planeswalker and skilled knight, Elspeth wants nothing more than to sheathe her sword for the last time and find a plane to call home. Violence and destruction have a tendency to follow her, and she is constantly driven to take up arms and wield her defensive magic in the service of those that need her protection.


Elspeth came to Theros from a war-ravaged plane, hoping to find the one thing that has eluded her: peace. She had hoped that Theros, under the watchful protection of gods, would not have need of guardians like her. But when she arrived, Elspeth was quickly identified

An illustration of Elspeth Thranes, a Planeswalker, in a white hooded cloak and armor, fighting a large, multi-headed red hydra. She is holding a sword that glows with blue light. The background shows a city with a large bridge.

Illus. Eric Deschamps

as an outsider with powers and skills that distanced her from the natives of Theros. In the wilderness between two city-states, Elspeth was attacked by a monstrous hydra that had been responsible for the deaths of countless warriors. Elspeth engaged the hydra alone and after a bitter fight emerged triumphant. Afterward, she wanted nothing more than to fade into anonymity.

But on Theros, the best laid plans of mortals often come second to those of the gods. Her feat of heroism has captured the attention of Heliod, god of the sun, who seeks to make her his champion.

An illustration of Elspeth Thranes standing in a city, holding a sword aloft. She is wearing a white hooded cloak and armor. The background shows a city with a large bridge and a large sun in the sky.

Illus. Mark Winters

Planeswalker Profile:

Ashiok, Nightmare Weaver



Ashiok is the quintessential fearmonger, spinning his magic to terrorize others with their own darkest, most closely guarded nightmares. He delights in having the upper hand, and even more, he enjoys watching those who see themselves as untouchable and superior reduced to screaming and blubbing. Because all sentient beings feel fear, Ashiok believes in its power as the great equalizer.

For Ashiok, fear is a feeling given form by the mind—a quasi-elemental force that he has found can be shaped and wielded. Once his Planeswalker spark ignited, Ashiok discovered that not only was he adept at culling the nightmares of others, but he could also make them manifest in reality. The dread vapors that emanate from him are an extension of his magic, enabling him to more easily access the fears of those they enshroud. As such, he sees himself as an engineer, constructing twisted architecture of torment and sorrow. He now travels the Multiverse in search of designs for the perfect embodiment of fear.

In his search, Ashiok came to Theros, and he recognizes that the dreams of this plane seem more vibrant than those of the other planes where he has traveled.

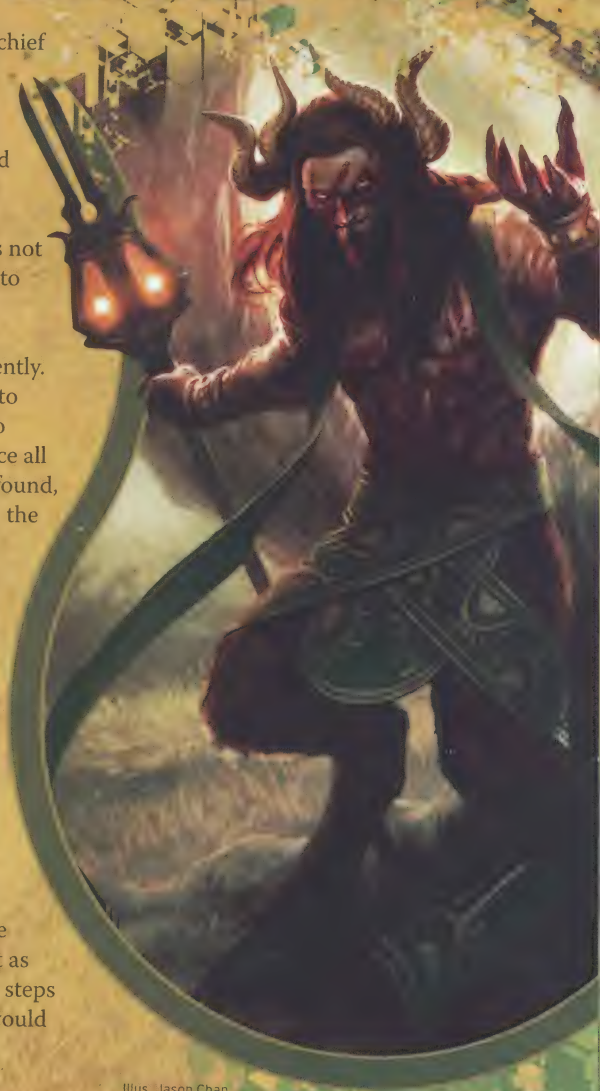
Illus. Karla Ortiz

Planeswalker Profile: Xenagos, the Reveler

Pleasures pursued, revelries enjoyed, mischief undertaken. For satyrs of the Skola Valley on Theros, these are the virtues most highly regarded. In this sense, Xenagos is the epitome of satyr ideals, and he is renowned even among his own kind for his easy charisma and for his ability to whip revelers into a frenzy. While he does not rule the satyrs, he savors his role as de facto host at their revelries.

Xenagos became a Planeswalker only recently. At first, Xenagos saw this power as a way to bring his boisterous, carefree hedonism to different planes in an attempt to experience all the pleasures of the Multiverse. What he found, however, was disillusionment. On Theros, the gods are real, but elsewhere they held no influence. This began to gnaw at Xenagos, who ultimately returned to his home plane. He threw himself back into the revelries, but they no longer provided him the same level of amusement.

The natural order of things on Theros has become a farce to Xenagos, and he refuses to play the fool. Where once Xenagos lived only for the moment, his newfound awareness of the Multiverse has ruined his ability to lose himself in the bedlam of satyr festivities. However, he refuses to succumb to listlessness, and just as he has been known to push revelries a few steps too far, he is now working on a plan that would elevate him from mortal to a god himself.



Illus. Jason Chan

THE TEN COOLEST THEROS CARDS

by Ian Duke, Magic developer



1. ELSPETH, SUN'S CHAMPION

Theros needs a hero, and Elspeth is equal to the task. Whether she's clearing the board of large creatures, building up an army of blockers, or threatening a lethal attack with her emblem, Elspeth's deeds are sure to make history.

2. EREBOS, GOD OF THE DEAD

The god Erebos holds sway over life and death, offering you more cards at the expense of longevity, and helping to seal your opponent's fate. If you prove your devotion, this God will manifest on your side as a colossal, indestructible creature!



3. STORMBREATH DRAGON

Stormbreath Dragon strikes lightning fast and threatens massive damage. If your opponent doesn't come up with an answer right away, this Dragon can become monstrous and quickly end the game.

4. XENAGOS, THE REVELER

When Xenagos arrives, it's party time! This rambunctious Planeswalker gets the revel started with his entourage of hasty Satyr friends. If you have bigger guests on the list, Xenagos's mana-producing ability will help extend the invitation. And when Xenagos reaches his ultimate ability, there's no telling who's coming to crash the party!



5. PROPHET OF KRUPHIX

Prophet of Kruphix's power to untap your lands on each player's turn gives you a huge mana advantage over your opponents. Since your creatures have flash, you'll have no problem spending all that mana, and your opponents will have a tough time attacking into potential surprise blockers.

6. TEMPLE OF DECEIT

The most important part of building any **Magic** deck is making sure you can consistently cast your spells. Temple of Deceit not only fixes your mana, but it helps you control your fate with its scry ability. Whether you're looking for key spells or the mana to cast them, these new dual lands are just what you need.



7. PHALANX LEADER

This Soldier is a true team player, and its heroic ability makes it the perfect addition to a creature swarm deck. Phalanx Leader makes blocking a nightmare for your opponent, because a simple spell or two could turn a close battle into a complete rout!



8. BOON SATYR

As a 4-power flash creature for only three mana, Boon Satyr is a serious threat. But what really makes this card shine is its bestow ability. You can even cast Boon Satyr as an Aura in the middle of combat, enhancing your attack and providing insurance against a creature-sweeper spell.



9. HAMMER OF PURPHOROS

The weapons of the gods are a cycle of powerful enchantment artifacts that grant your creatures divine abilities. Once the Hammer of Purphoros slams onto the battlefield, any creature you cast becomes an immediate threat. Later in the game, you can reforge your extra lands into a veritable army of Golem enchantment artifact creatures.



10. DISSOLVE

Don't overlook this deceptively simple counterspell. The ability to stop a threatening spell—and scry to the perfect follow-up—will get you out of any number of tricky situations.



Wizards' Tower

A Magic Variant for 2–5 Players

Wizards' Tower is a fun way for you and your friends to explore the set—and everything you need to play is in this fat pack! In this casual format, all players share a single library, also known as the “Tower,” and they draft a card in addition to their normal draw for the turn.

Starting the game:

1. Open the nine booster packs and the land pack in this fat pack.
(Try not to look at the cards in the boosters yet, though. It's more fun to discover them during the game.)
2. Shuffle all the cards together into a single huge deck.
3. Determine randomly who will go first.
4. Deal three cards to each player.
5. Starting with the first player, each player may discard any number of cards and redraw that many. Once all players have done this, shuffle the discarded cards and put them on the bottom of the deck.
6. Put the top seven cards of the deck face up in the middle of the table. The deck becomes a library that's shared by all players.

Playing the game:

1. When playing Wizards' Tower, your draw step gets a bit more interesting:
 - a. First, choose one of the face-up cards and add it to your hand.
If there aren't any, put the top seven cards of the tower face up in the middle of the table, and then choose one.
 - b. Draw the top card of the tower.
2. All players share the same library and the same graveyard. If you cast a spell that targets a card in an opponent's graveyard or manipulates the top card of your library, those cards affect the shared library or graveyard.
3. The face-up cards aren't considered to be in any game zone.

Other than that, the game is played as a Free-for-All **Magic** game. The last player left standing wins!



Illus. Jason Felix

STAND AMONG HEROES

Live the myth! See for yourself why **Magic: The Gathering**® is the world's premier trading card game. Customize your own **Magic**™ deck with titanic creatures and lethal spells—then challenge your friends to see whose tale will stand the test of time.



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The ultimate introduction. Each **Magic** intro pack comes with a 60-card deck and two 15-card booster packs. A hero's path starts with a single step. Start yours today!

Deck Builder's Toolkit

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Booster Packs

The true hero is cunning and resourceful. **Magic** booster packs let you seize the advantage with new spells and creatures—15 cards in every pack!



Illus. Tyler Jacobson

THEROS™

CARD ENCYCLOPEDIA

This Card Encyclopedia shows the entire *Theros* set.
To keep track of your cards, just turn to the checklist on pages 49–51.

Battlewise Valor ⬇️ ⚔️



Instant ⚔️

Target creature gets +2/+2 until end of turn. *Scry 1.* (Look at the top card of your library. You may put that card on the bottom of your library.)

It's never good to walk into an ambush, but with the right spell you might walk out again.

—Zack Stella
17 & 18: 2011 Wizards of the Coast ©2010

Cavalry Pegasus ⬇️ ⚔️



Creature — Pegasus ⚔️

Flying

Whenever Cavalry Pegasus attacks, each attacking Human gains flying until end of turn.

"It is hope, hooved and winged."
—Cymede, queen of Akros

—Kev Walker
17 & 18: 2011 Wizards of the Coast ©2010

1/1

Celestial Archon ⬇️ ⚔️ ⚔️ ⚔️



Enchantment Creature — Archon ⚔️

Bestow 5 ⚔️ ⚔️ ⚔️ (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Flying, first strike

Enchanted creature gets +4/+4 and has flying and first strike.

—Matt Stewart
17 & 18: 2011 Wizards of the Coast ©2010

4/4

Chained to the Rocks ⚔️



Enchantment — Aura ⚔️

Enchant Mountain you control

When Chained to the Rocks enters the battlefield, exile target creature an opponent controls until Chained to the Rocks leaves the battlefield. (That creature returns under its owner's control.)

—Aaron Miller
17 & 18: 2011 Wizards of the Coast ©2010

Chosen by Heliod ⬇️ ⚔️



Enchantment — Aura ⚔️

Enchant creature

When Chosen by Heliod enters the battlefield, draw a card.

Enchanted creature gets +0/+2.

"Training and studies aid a soldier in meager amounts. The gods do the rest."
—Brigone, soldier of Meletis

—Zack Stella
17 & 18: 2011 Wizards of the Coast ©2010

Dauntless Onslaught ⬇️ ⚔️



Instant ⚔️

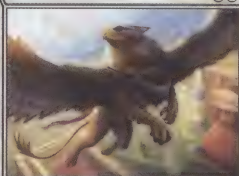
Up to two target creatures each get +2/+2 until end of turn.

"The people of Akros must learn from our Iovian adversaries. If we match their staunch ferocity with our superior faith, we cannot fail."
—Cymede, queen of Akros

—Peter Mohrbacher
17 & 18: 2011 Wizards of the Coast ©2010

Decorated Griffin

4



Creature — Griffin

Flying

1*: Prevent the next 1 combat damage that would be dealt to you this turn.

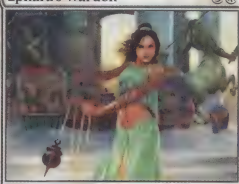
The awards and medals of polis-dwellers mean nothing to griffins, but they repay acts of generosity.

— Phill Simmer

2/3

Ephara's Warden

3



Creature — Human Cleric

*: Tap target creature with power 3 or less.

"When you threaten the sanctity of the polis, you insult Ephara herself. If she doesn't smite you, I will."

— Zack Steltz

1/2

Favored Hoplite

*



Creature — Human Soldier

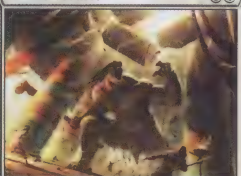
Heroic — Whenever you cast a spell that targets Favored Hoplite, put a +1/+1 counter on Favored Hoplite and prevent all damage that would be dealt to it this turn.

— Winona Nelson

1/2

Divine Verdict

3



Instant

Destroy target attacking or blocking creature.

The last thing to go through the cyclops's mind was a twelve-ton block of marble.

— Raymond Swanland

10 & 11: 2013 Wizards of the Coast Art Show

Elspeth, Sun's Champion

4



Planeswalker — Elspeth

+1 Put three 1/1 white Soldier creature tokens onto the battlefield.

-3 Destroy all creatures with power 4 or greater.

-7 You get an emblem with "Creatures you control get +2/+2 and have flying."

— Eric Deschamps

4

Evangel of Heliod

4



Creature — Human Cleric

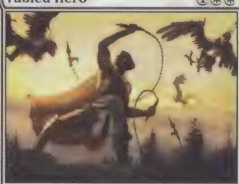
When Evangel of Heliod enters the battlefield, put a number of 1/1 white Soldier creature tokens onto the battlefield equal to your devotion to white. (Each * in the mana costs of permanents you control counts toward your devotion to white.)

— Nils Hamm

1/3

Fabled Hero

1



Creature — Human Soldier

Double strike

Heroic — Whenever you cast a spell that targets Fabled Hero, put a +1/+1 counter on Fabled Hero.

"You. Poet. Be sure to write this down."

— Aaron Miller

2/2

Gift of Immortality

2



Enchantment — Aura

Enchant creature

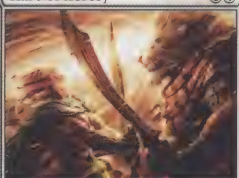
When enchanted creature dies, return that card to the battlefield under its owner's control. Return Gift of Immortality to the battlefield attached to that creature at the beginning of the next end step.

— Matt Stewart

10 & 11: 2013 Wizards of the Coast Art Show

Glare of Heresy

1



Sorcery

Exile target white permanent.

No foe is more hated than the former friend.

— Raymond Swanland

10 & 11: 2013 Wizards of the Coast Art Show

Gods Willing 



Instant 

Target creature you control gains protection from the color of your choice until end of turn. *Scri 1. (Look at the top card of your library. You may put that card on the bottom of your library.)*

Honor the gods of Theros, and they will return the favor.

—Mark Winters
TM & © 2013 Wizards of the Coast (16/209)

Heliod, God of the Sun 



Legendary Enchantment Creature — God 

Indestructible

As long as your devotion to white is less than five, Heliod isn't a creature. (Each  in the mana costs of permanents you control counts toward your devotion to white.)

Other creatures you control have vigilance.

  Put a 2/1 white Cleric enchantment creature token onto the battlefield.

—Jaime Jones
TM & © 2013 Wizards of the Coast (17/249)

5/6

Heliod's Emissary 



Enchantment Creature — Elk 

Bestow 6  (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Whenever Heliod's Emissary or enchanted creature attacks, tap target creature an opponent controls.

Enchanted creature gets +3/+3.

—Sam Burley
TM & © 2013 Wizards of the Coast (18/209)

3/3

Hopeful Eidolon 



Enchantment Creature — Spirit 

Bestow 3  (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Enchanted creature gets +1/+1 and has lifelink.

—Min Yum
TM & © 2013 Wizards of the Coast (19/209)

1/1

Hundred-Handed One 



Creature — Giant 

Vigilance

   **Monstrosity 3.** (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

As long as Hundred-Handed One is monstrous, it has reach and can block an additional ninety-nine creatures each combat.

—Brad Rigney
TM & © 2013 Wizards of the Coast (20/249)

3/5

Lagonna-Band Elder 



Creature — Centaur Advisor 

When Lagonna-Band Elder enters the battlefield, if you control an enchantment, you gain 3 life.

"The best lessons are not the ones I teach. They are the ones the pupils realize for themselves."

—Min Yum
TM & © 2013 Wizards of the Coast (21/209)

3/2

Last Breath 



Instant 

Exile target creature with power 2 or less. Its controller gains 4 life.

In time, all things turn to dust. Some things just take less time.

—Nils Hamm
TM & © 2013 Wizards of the Coast (22/209)

Leonin Snarecaster 



Creature — Cat Soldier 

When Leonin Snarecaster enters the battlefield, you may tap target creature.

Formerly oppressed by the polis of Meletis, leonin occasionally "mistake" their old enemies for game.

—Kev Walker
TM & © 2013 Wizards of the Coast (23/209)

2/1

Observant Alseid 



Enchantment Creature — Nymph 

Bestow 4  (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Vigilance

Enchanted creature gets +2/+2 and has vigilance.

—Todd Lockwood
TM & © 2013 Wizards of the Coast (24/209)

2/2

Ordeal of Heliod



Enchantment — Aura

Enchant creature
Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Heliod.
When you sacrifice Ordeal of Heliod, you gain 10 life.

— Lucas Graciano

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Phalanx Leader



Creature — Human Soldier

Heroic — Whenever you cast a spell that targets Phalanx Leader, put a +1/+1 counter on each creature you control.

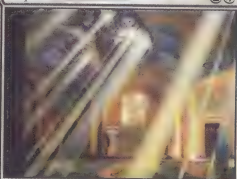
His soldiers etch his words on the insides of their shields, their inspiration always in sight during battle.

— David Palumbo

TM & © 2013 Wizards of the Coast 29/249

1/1

Ray of Dissolution



Instant

Destroy target enchantment. You gain 3 life.

The works of one god last only as long as the patience of another.

— Terese Nielsen

TM & © 2013 Wizards of the Coast 29/249

Scholar of Athreos



Creature — Human Cleric

2 — Each opponent loses 1 life. You gain life equal to the life lost this way.

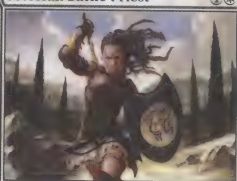
She asks pointed questions of the dead who wait for Athreos, learning of life from those who are about to leave it.

— Cynthia Sheppard

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1/4

Setessan Battle Priest



Creature — Human Cleric

Heroic — Whenever you cast a spell that targets Setessan Battle Priest, you gain 2 life.

"Your god teaches you only how to kill. Karametra teaches me to defend what I hold dear. That is why I will prevail."

— Wesley Burt

TM & © 2013 Wizards of the Coast 29/249

1/3

Setessan Griffin



Creature — Griffin

Flying

2 — Setessan Griffin gets +2/+2 until end of turn. Activate this ability only once each turn.

Most griffins must be caught and broken into the service of the polis. Not so in Setessa, where they volunteer.

— Greg Staples

TM & © 2013 Wizards of the Coast 29/249

3/2

Silent Artisan



Creature — Giant

On the fourth day they passed through a forest of immense stacked stones. Althemone, youngest of the companions, called these pillars the work of a god, but the Champion knew better. She quickened her pace.
— The Theriad

— Anthony Palumbo

TM & © 2013 Wizards of the Coast 29/249

3/5

Soldier of the Pantheon



Creature — Human Soldier

Protection from multicolored
Whenever an opponent casts a multicolored spell, you gain 1 life.

"I hear the gods' voices in my dreams each night, and I offer bloody trophies on their altars each day."

— Eric Deschamps

TM & © 2013 Wizards of the Coast 29/249

2/1

Spear of Heliod



Legendary Enchantment Artifact

Creatures you control get +1/+1.

1 — Destroy target creature that dealt damage to you this turn.

Legend speaks of the Sun Spear, the mighty weapon that can strike any point in Theros, even the depths of the Underworld.

— Young-Ho Han

TM & © 2013 Wizards of the Coast 29/249

Traveling Philosopher 1



Creature — Human Advisor

The Champion and the philosopher Olava returned from the opposing camp at dusk. Behind them, the enemy raised sail and departed, breaking the siege. When asked what the two had done, the Champion replied, "We spoke to them."
—The Theriad

James Ryman
TM & © 2013 Wizards of the Coast 14/208

2/2

Vanquish the Foul 3



Sorcery

Destroy target creature with power 4 or greater. *Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)*

Eric Deschamps
TM & © 2013 Wizards of the Coast 15/208

Wingsteed Rider 1



Creature — Human Knight

Flying

Heroic — Whenever you cast a spell that targets Wingsteed Rider, put a +1/+1 counter on Wingsteed Rider.

Trust is the only bridle a pegasus will accept.

Cynthia Sheppard
TM & © 2013 Wizards of the Coast 16/208

2/2

Yoked Ox



Creature — Ox

It was in fields of grain, not fields of battle, that the Champion learned to bear the yoke of duty to the gods. She worked the land long before she was called on to defend it.
—The Theriad

Ryan Yee
TM & © 2013 Wizards of the Coast 17/208

0/4

Annul



Instant

Counter target artifact or enchantment spell.

"Why pray to the gods, who feed on your worship? Dissolve your illusions and see the true nature of things."
—Xenagos, the Reveler

Christine Choi
TM & © 2013 Wizards of the Coast 18/208

Aqueous Form



Enchantment — Aura

Enchant creature

Enchanted creature can't be blocked.

Whenever enchanted creature attacks, *scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)*

Susanmir Mamiak
TM & © 2013 Wizards of the Coast 19/208

Artisan of Forms 1



Creature — Human Wizard

Heroic — Whenever you cast a spell that targets Artisan of Forms, you may have Artisan of Forms become a copy of target creature and gain this ability.

Yixin Yum
TM & © 2013 Wizards of the Coast 20/208

1/1

Benthic Giant 5



Creature — Giant

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

"Some fates you can see coming for you, plain as day, and there's nothing you can do about them."
—Callippe the mariner

Joane Jones
TM & © 2013 Wizards of the Coast 21/208

4/5

Bident of Thassa 2



Legendary Enchantment Artifact

Whenever a creature you control deals combat damage to a player, you may draw a card.

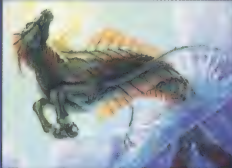
♦ ♦ ♦. Creatures your opponents control attack this turn if able.

The wills of mortals shift as the tide ebbs and flows.

Teague Hau Han
TM & © 2013 Wizards of the Coast 22/208

Breaching Hippocamp

3



Creature — Horse Fish



Flash (You may cast this spell any time you could cast an instant.)

When Breaching Hippocamp enters the battlefield, untap another target creature you control.

Don't try to ride this steed unless you've got gills too.

—Christopher Burdett

3/2

Coastline Chimera

3



Creature — Chimera



Flying

1*: Coastline Chimera can block an additional creature this turn.

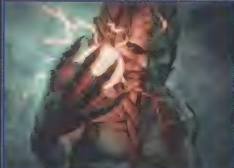
Seeing a chimera overhead foretells good fortune, but only because seeing one any closer foretells dismemberment.

—Dan Sroff

1/5

Crackling Triton

2



Creature — Merfolk Wizard



2: Sacrifice Crackling Triton: Crackling Triton deals 2 damage to target creature or player.

He calls upon both the currents in the sea and the current in the clouds.

—Greg Staples

2/3

Curse of the Swine

2



Sorcery



Exile X target creatures. For each creature exiled this way, its controller puts a 2/2 green Boar creature token onto the battlefield.

Another imminent battle subsided in busy snuffling and carefree rooting.

—James Ryman

176-177 WotC, of the Game 45-120

Dissolve

1



Instant



Counter target spell. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

"You thought only the gods could stop you?"

—Wesley Burt

176-177 WotC, of the Game 45-120

Fate Foretold

1



Enchantment — Aura



Enchant creature

When Fate Foretold enters the battlefield, draw a card.

When enchanted creature dies, its controller draws a card.

The tale of her life was already written, but that didn't mean she could predict the ending.

—Dan Sroff

176-177 WotC, of the Game 45-120

Gainsay

1



Instant



Counter target blue spell.

"You dryfolk must take the air for granted. You constantly insist on wasting it."

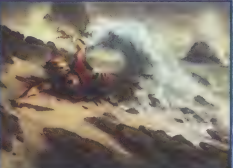
—Kenessos, priest of Thassa

—Clint Cearley

176-177 WotC, of the Game 45-120

Griptide

3



Instant



Put target creature on top of its owner's library.

When the sea god Thassa wishes to speak with a mortal, she does not issue a summons or grant a vision requesting a visit. The sea simply brings her guest before her.

—Adam Paquette

176-177 WotC, of the Game 45-120

Horizon Scholar

5



Creature — Sphinx



Flying

When Horizon Scholar enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

—Karl Kopinski

176-177 WotC, of the Game 45-120

4/4

Lost in a Labyrinth



Instant

Target creature gets -3/-0 until end of turn. *Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)*

Even those who leave the labyrinth never escape it, forever dreaming of their time trapped within.

—Wisdom Nelson

Art by: ©1999 Wizards of the Coast 33/35

Master of Waves



Creature — Merfolk Wizard

Protection from red

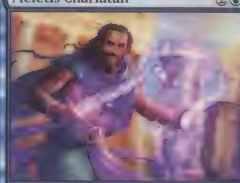
Elemental creatures you control get +1/+1.

When Master of Waves enters the battlefield, put a number of 1/0 blue Elemental creature tokens onto the battlefield equal to your devotion to blue. (Each ♦ in the mana costs of permanents you control counts toward your devotion to blue.)

—Karl Kopinski

Art by: ©1999 Wizards of the Coast 33/35

Meletis Charlatan



Creature — Human Wizard

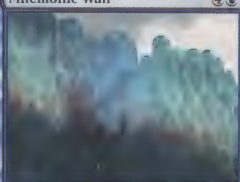
2 ♦, ♦: The controller of target instant or sorcery spell copies it. That player may choose new targets for the copy.

"Every object has an echo in the Aether beyond the world. Every idea has a shadow that can be brought to light."

—Jason A. Engle

Art by: ©1999 Wizards of the Coast 33/35

Mnemonic Wall



Creature — Wall

Defender

When Mnemonic Wall enters the battlefield, you may return target instant or sorcery card from your graveyard to your hand.

"It augments anamnesis. What is so confusing about that?"
—Periophia the philosopher

—Trevor Claxton

Art by: ©1999 Wizards of the Coast 33/35

Nimbus Naiad



Enchantment Creature — Nymph

Bestow 4 ♦ (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

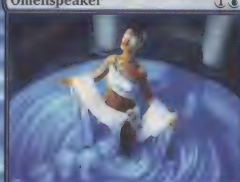
Flying

Enchanted creature gets +2/+2 and has flying.

—David Palumbo

Art by: ©1999 Wizards of the Coast 33/35

Omenspeaker



Creature — Human Wizard

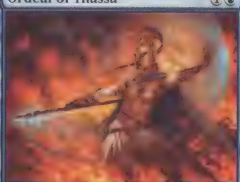
When Omenspeaker enters the battlefield, *scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)*

Her prophecies amaze her even as she speaks them.

—Dallas Williams

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Ordeal of Thassa



Enchantment — Aura

Enchant creature

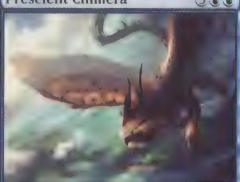
Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Thassa.

When you sacrifice Ordeal of Thassa, draw two cards.

—Howard Lyon

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Prescient Chimera



Creature — Chimera

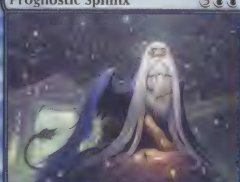
Flying

Whenever you cast an instant or sorcery spell, *scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)*

—Daarken

Art by: ©1999 Wizards of the Coast 33/35

Prognostic Sphinx



Creature — Sphinx

Flying

Discard a card: Prognostic Sphinx gains hexproof until end of turn. Tap it.

Whenever Prognostic Sphinx attacks, *scry 3. (Look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)*

—Steve Prescott

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Sea God's Revenge

5



Sorcery

Return up to three target creatures your opponents control to their owners' hands. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

"What has neither mouth nor throat, yet swallows captain, crew, and boat?"
—Sphinx's riddle

—Eric Vohlgard

M.A.B. © 2015 Wizards of the Coast 61-205

Sealock Monster

3



Creature — Octopus

Sealock Monster can't attack unless defending player controls an Island.

5 ♦ ♦: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

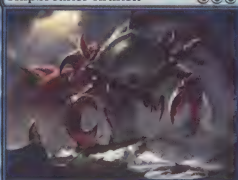
—Adam Paquette

M.A.B. © 2015 Wizards of the Coast 61-206

5/5

Shipbreaker Kraken

4



Creature — Kraken

6 ♦ ♦: Monstrosity 4. (If this creature isn't monstrous, put four +1/+1 counters on it and it becomes monstrous.)

When Shipbreaker Kraken becomes monstrous, tap up to four target creatures. Those creatures don't untap during their controllers' untap steps for as long as you control Shipbreaker Kraken.

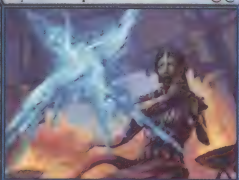
—Jack Wong

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6/6

Stymied Hopes

1



Instant

Counter target spell unless its controller pays 1. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

When a god's will is against you, the day never ends well.

—Peter Mohrbacher

M.A.B. © 2015 Wizards of the Coast 61-208

Swan Song

1



Instant

Counter target enchantment, instant, or sorcery spell. Its controller puts a 2/2 blue Bird creature token with flying onto the battlefield.

"The most enlightened mages create beauty from violence."
—Medomai the Ageless

—Peter Mohrbacher

M.A.B. © 2015 Wizards of the Coast 61-209

Thassa, God of the Sea

2



Legendary Enchantment Creature — God

Indestructible

As long as your devotion to blue is less than five, Thassa isn't a creature. (Each ♦ in the mana costs of permanents you control counts toward your devotion to blue.)

At the beginning of your upkeep, scry 1.

1 ♦: Target creature you control can't be blocked this turn.

—Jason Chan

M.A.B. © 2015 Wizards of the Coast 61-210

5/5

Thassa's Bounty

5



Sorcery

Draw three cards. Target player puts the top three cards of his or her library into his or her graveyard.

"Was this gift cast adrift for any to find, or did Thassa guide the currents to bring it to me alone?"
—Kenessos, priest of Thassa

—Ryan Yee

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Thassa's Emissary

3



Enchantment Creature — Crab

Bestow 5 ♦ (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Whenever Thassa's Emissary or enchanted creature deals combat damage to a player, draw a card.

Enchanted creature gets +3/+3.

—Sam Barley

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3/3

Triton Fortune Hunter

2



Creature — Merfolk Soldier

Heroic — Whenever you cast a spell that targets Triton Fortune Hunter, draw a card.

"Thassa has blessed me with power and insight. I am careful not to disappoint her."

—Clint Cearley

M.A.B. © 2015 Wizards of the Coast 61-213

2/2



Blood-Toll Harpy

2



Creature — Harpy

Flying

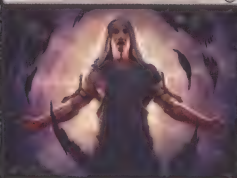
When Blood-Toll Harpy enters the battlefield, each player loses 1 life.

When harpies demand a toll to cross through their territory, consider yourself lucky if they permit payment in coin.

—Ken Wallace

2/1

Boon of Erebos



Instant

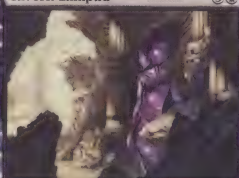
Target creature gets +2/+0 until end of turn. Regenerate it. You lose 2 life.

*"Death is not a certainty. Erebos determines when a mortal's time is up."
—Iadorna, death priest of Erebos*

—John van Buren

Cavern Lampad

3



Enchantment Creature — Nymph

Bestow 5 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Intimidate

Enchanted creature gets +2/+2 and has intimidate.

—Ken Wallace

2/2

Cutthroat Maneuver

3



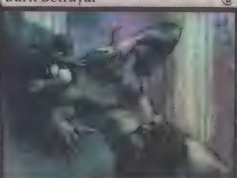
Instant

Up to two target creatures each get +1/+1 and gain lifelink until end of turn.

"Our ambition drives us forward. Together we will claim what is ours, no matter who holds it."

—Brian Rabe

Dark Betrayal



Instant

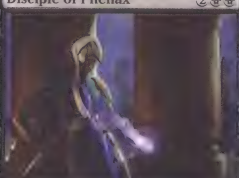
Destroy target black creature.

*"You're just like me: ruthless, cunning, and ambitious. Obviously you're a threat."
—Basarios the Blade*

—Nate Finkel

Disciple of Phenax

2



Creature — Human Cleric

When Disciple of Phenax enters the battlefield, target player reveals a number of cards from his or her hand equal to your devotion to black. You choose one of them. That player discards that card. (Each in the mana costs of permanents you control counts toward your devotion to black.)

—John van Buren

1/3

Erebos, God of the Dead

3



Legendary Enchantment Creature — God

Indestructible

As long as your devotion to black is less than five, Erebos isn't a creature. (Each in the mana costs of permanents you control counts toward your devotion to black.)

Your opponents can't gain life.

1 Pay 2 life: Draw a card.

—Peter Walther

5/7

Erebos's Emissary

3



Enchantment Creature — Snake

Bestow 5 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Discard a creature card: Erebos's Emissary gets +2/+2 until end of turn. If Erebos's Emissary is an Aura, enchanted creature gets +2/+2 until end of turn instead. Enchanted creature gets +3/+3.

—Nate Finkel

3/3

Felhide Minotaur

2



Creature — Minotaur

With spear held high, the Champion came to meet Thyrogog of the Ashlands, who wore the old king's skin as a cloak and fed on the flesh of innocents. The foul minotaur raised the great axe called Goremaster and charged.

—The Thieriad

—Ken Wallace

2/3

Fleshmad Steed 1



Creature — Horse

Whenever another creature dies, tap Fleshmad Steed.

More disturbing than the unknown is a distortion of the familiar.

Robin Trevino

2/2

Gray Merchant of Asphodel 3



Creature — Zombie

When Gray Merchant of Asphodel enters the battlefield, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each in the mana costs of permanents you control counts toward your devotion to black.)

Robin Trevino

2/4

Hero's Downfall 1



Instant

Destroy target creature or planeswalker.

Destiny exalts a chosen few, but even heroes break.

Robin Trevino

Hythonia the Cruel 4



Legendary Creature — Gorgon

Deathtouch

6: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Hythonia the Cruel becomes monstrous, destroy all non-Gorgon creatures.

Chris Rahn

4/6

Insatiable Harpy 2



Creature — Harpy

Flying, lifelink

Gold coin, battered helmet, broken wrist bone—all have the same value in the eyes of a harpy.

Matt Stewart

2/2

Keepsake Gorgon 3



Creature — Gorgon

Deathtouch

5: Monstrosity 1. (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.)

When Keepsake Gorgon becomes monstrous, destroy target non-Gorgon creature an opponent controls.

Asaor Hillyer

2/5

Lash of the Whip 4



Instant

Target creature gets -4/-4 until end of turn.

"No matter who their fickle hearts worship, all mortals belong to one god in the end."

—Iadorna, death priest of Erebos

Jan Smit

Loathsome Catoblepas 5



Creature — Beast

2: Loathsome Catoblepas must be blocked this turn if able.

When Loathsome Catoblepas dies, target creature an opponent controls gets -3/-3 until end of turn.

Christopher Hughes

3/3

March of the Returned 3



Sorcery

Return up to two target creature cards from your graveyard to your hand.

The Returned have no memory of the Underworld or of their former lives. The golden masks they wear are the last gifts of the selves they left behind.

Mark Zug

Mogis's Marauder

2



Creature — Human Berserker

When Mogis's Marauder enters the battlefield, up to X target creatures each gain intimidate and haste until end of turn, where X is your devotion to black. (Each in the mana costs of permanents you control counts toward your devotion to black.)

Chris Rahn

2/2

Nighthowler

1



Enchantment Creature — Horror

Bestow 2 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

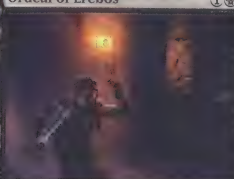
Nighthowler and enchanted creature each get +X/+X, where X is the number of creature cards in all graveyards.

Nile Kishinoue

0/0

Ordeal of Erebos

1



Enchantment — Aura

Enchant creature

Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Erebos.

When you sacrifice Ordeal of Erebos, target player discards two cards.

Wesley Bunnell

Pharika's Cure

2



Instant

Pharika's Cure deals 2 damage to target creature and you gain 2 life.

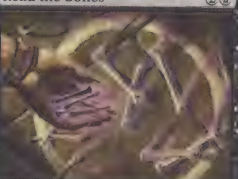
"The venom cleanses the sickness from your body, but it will not be pleasant, and you may not survive. Pharika's blessings are fickle."

—Solon, acolyte of Pharika

Isaac Kuykendall

Read the Bones

2



Sorcery

Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

The dead know lessons the living haven't learned.

Lori Ginzburg

Rescue from the Underworld

4



Instant

As an additional cost to cast Rescue from the Underworld, sacrifice a creature.

Choose target creature card in your graveyard. Return that card and the sacrificed card to the battlefield under your control at the beginning of your next upkeep. Exile Rescue from the Underworld.

Raymond Swanland

Returned Centaur

3



Creature — Zombie Centaur

When Returned Centaur enters the battlefield, target player puts the top four cards of his or her library into his or her graveyard.

Driven away by his living kin, he wanders mourning through the wilderness, seeking the dead city of Asphodel.

David Greathouse

2/4

Returned Phalanx

1



Creature — Zombie Soldier

Defender

1: Returned Phalanx can attack this turn as though it didn't have defender.

They lived in different nations and fought in different eras, but as the Returned, they link arms as one.

Sei Shikamae

3/3

Scourgearm

1



Enchantment — Aura

Enchant creature

When Scourgearm enters the battlefield, draw a card.

Enchanted creature gets +1/+0.

To members of the cult of Erebos, gold-infused tattoos symbolize the inevitable grasp of the god of death.

Prinz Adamczyk

A close-up of a snake's head, likely a cobra, with its mouth open, showing its fangs and tongue. The snake is coiled around a person's arm, which is visible in the foreground. The background is dark and out of focus.

An illustration of a whip with a dark, twisted handle and a long, thin, segmented lash that is coiled into a spiral. The background is a dark, swirling mist.

Boulderfall

6



Instant



Boulderfall deals 5 damage divided as you choose among any number of target creatures and/or players.

"Defeating the Meletians was not so difficult. I needed only to move a mountain."

—Eocles, oracle of Purphoros

—Ralph Horsley

Coordinated Assault

2



Instant



Up to two target creatures each get +1/+0 and gain first strike until end of turn.

It's hard to shout "Shields up!" with a javelin in your chest.

—John Severin Brassell

Deathbellow Raider

1



Creature — Minotaur Berserker



Deathbellow Raider attacks each turn if able.

2: Regenerate Deathbellow Raider.

"The temple has been rededicated. It belongs to Mogis now."

—Rastos, disciple of Mogis

—Wayne Reynolds

2/3

Demolish

3



Sorcery



Destroy target artifact or land.

"When fire is shackled to candle and torch, subjected to insignificance, it finds a way to lash out at its masters."

—Vala, disciple of Purphoros

—Volkan Bago

Dragon Mantle

2



Enchantment — Aura



Enchant creature

When Dragon Mantle enters the battlefield, draw a card.

Enchanted creature has "2: This creature gets +1/+0 until end of turn."

—Anthony Palumbo

Ember Swallower

2



Creature — Elemental



5: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Ember Swallower becomes monstrous, each player sacrifices three lands.

—Sawmire Mantak

4/5

Fanatic of Mogis

3



Creature — Minotaur Shaman



When Fanatic of Mogis enters the battlefield, it deals damage to each opponent equal to your devotion to red. (Each in the mana costs of permanents you control counts toward your devotion to red.)

—Matt Stewart

4/2

Firedrinker Satyr

2



Creature — Satyr Shaman



Whenever Firedrinker Satyr is dealt damage, it deals that much damage to you.

1: Firedrinker Satyr gets +1/+0 until end of turn and deals 1 damage to you.

Attending a satyr revel requires a high tolerance for pain.

—Anthony Palumbo

2/1

Flamepeaker Adept

2



Creature — Human Shaman



Whenever you scry, Flamepeaker Adept gets +2/+0 and gains first strike until end of turn.

"I see your future, mantled in ash."

—Lucian Graciano

2/3

Hammer of Purphoros 1



Legendary Enchantment Artifact

Creatures you control have haste.
2, **R**, Sacrifice a land: Put a 3/3 colorless Golem enchantment artifact creature token onto the battlefield.
All the world is Purphoros's anvil.

—Yeung-Hao Han
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Ill-Tempered Cyclops 3



Creature — Cyclops

Trample
5: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)
A cyclops has two moods: angry and asleep.

—Peter Mohrbacher
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Labyrinth Champion 3



Creature — Human Warrior

Heroic — Whenever you cast a spell that targets Labyrinth Champion, Labyrinth Champion deals 2 damage to target creature or player.
"It used to be a lair. Now it's just a tunnel."

—Chase Stone
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Lightning Strike 1



Instant

Lightning Strike deals 3 damage to target creature or player.
*"The hand of Keranos can be seen in every rumbling storm cloud. Best not to stand where he points."
 —Rakleia of Shrine Peak*

—Adam Paquette
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Magma Jet 1



Instant

Magma Jet deals 2 damage to target creature or player. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

—Marek Kuciara
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Messenger's Speed



Enchantment — Aura

Enchant creature
 Enchanted creature has trample and haste.
*"He outran arrows. He outran even the archers' insults."
 —Bayma, storyteller of Lagonna Band*

—Gini Carter
 © 2012 Wizards of the Coast

Minotaur Skullcleaver 2



Creature — Minotaur Berserker

Haste
 When Minotaur Skullcleaver enters the battlefield, it gets +2/+0 until end of turn.
*"Their only dreams are of full stomachs."
 —Kleon the Iron-Booted*

—Phil Sumner
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Ordeal of Purphoros 1



Enchantment — Aura

Enchant creature
 Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Purphoros.
 When you sacrifice Ordeal of Purphoros, it deals 3 damage to target creature or player.

—Marek Kuciara
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Peak Eruption 2



Sorcery

Destroy target Mountain. Peak Eruption deals 3 damage to that land's controller.
*"Early olive buds? A good omen. Flock of cranes? Not so good. Mountain exploding? Bad. Very, very bad."
 —Hira, street oracle*

—Adam Paquette
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Portent of Betrayal



Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.
Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Darken

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Priest of Iroas



Creature — Human Cleric

3 ♦, Sacrifice Priest of Iroas: Destroy target enchantment.

"Even my last breath will be a blow struck for Iroas."

Glitter

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1/1

Purphoros, God of the Forge



Legendary Enchantment Creature — God

Indestructible

As long as your devotion to red is less than five, Purphoros isn't a creature.

Whenever another creature enters the battlefield under your control, Purphoros deals 2 damage to each opponent.

2 ♦: Creatures you control get +1/+0 until end of turn.

Life Dealings

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6/5

Purphoros's Emissary



Enchantment Creature — Ox

Bestow 6 ♦ (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Purphoros's Emissary can't be blocked except by two or more creatures.

Enchanted creature gets +3/+3 and can't be blocked except by two or more creatures.

Sam Barlow

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3/3

Rage of Purphoros



Sorcery

Rage of Purphoros deals 4 damage to target creature. It can't be regenerated this turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Barthas Kollros

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Rageblood Shaman



Creature — Minotaur Shaman

Trample

Other Minotaur creatures you control get +1/+1 and have trample.

"I see a spark of pure rage. Soon that spark will spread from the depths of Kragma. Soon its fire will engulf the polis."
—Hira, street oracle

Mike Bierek

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2/3

Satyr Rambler



Creature — Satyr

Trample

A satyr is bound by nothing—not home, not family, not loyalty.

John Stanko

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2/1

Spark Jolt



Instant

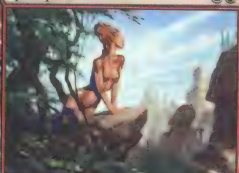
Spark Jolt deals 1 damage to target creature or player. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Acolytes of Purphoros hammer the world until they see the sparks of change.

Mike Bierek

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Spearpoint Oread



Enchantment Creature — Nymph

Bestow 5 ♦ (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

First strike

Enchanted creature gets +2/+2 and has first strike.

Todd Lockwood

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2/2

Stoneshock Giant 3 3 3



Creature — Giant

6 3 3. Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Stoneshock Giant becomes monstrous, creatures without flying your opponents control can't block this turn.

Lars Grant-West

5/4

Stormbreath Dragon 3 3 3



Creature — Dragon

Flying, haste, protection from white

5 3 3. Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Stormbreath Dragon becomes monstrous, it deals damage to each opponent equal to the number of cards in that player's hand.

Slavomir Marinko

4/4

Titan of Eternal Fire 5 3 3



Creature — Giant

Each Human creature you control has "3, 3: This creature deals 1 damage to target creature or player."

There is no gift more precious or more perilous than fire.

Aleko Brictor

5/6

Titan's Strength



Instant

Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Karl Kopinski

Two-Headed Cerberus 1 3 3



Creature — Hound

Double strike (This creature deals both first-strike and regular combat damage.)

The left head keeps the right head starved as motivation to track new prey.

Karl Kopinski

1/2

Wild Celebrants 3 3 3



Creature — Satyr

When Wild Celebrants enters the battlefield, you may destroy target artifact.

"You can tell something's really valuable by the sound it makes when you slam your staff into it."

Anger Kornyuk

5/3

Agent of Horizons 2 3



Creature — Human Rogue

2 4: Agent of Horizons can't be blocked this turn.

The light in the woods just before dawn reveals a glimmering network of branches, roots, and spiderwebs. The acolytes of Kruphix walk this lattice unseen.

Grant Gearey

3/2

Anthousa, Setessan Hero 3 3 3



Legendary Creature — Human Warrior

Heroic — Whenever you cast a spell that targets Anthousa, Setessan Hero, up to three target lands you control each become 2/2 Warrior creatures until end of turn. They're still lands.

The warriors she leads can rarely keep pace with her, and neither can the tales.

Howard Lyon

4/5

Arbor Colossus 2 3 3



Creature — Giant

Reach

3 3 3 3: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Arbor Colossus becomes monstrous, destroy target creature with flying an opponent controls.

James Jones

6/6

Artisan's Sorrow

3

Instant

Destroy target artifact or enchantment. **Sacrifice 2.** (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Some seers read bones or entrails. Others just like to break things.

—Jung Park

Boon Satyr

4

Enchantment Creature — Satyr

Flash

Bestow 3 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.) Enchanted creature gets +4/+2.

—Wesley Burt

4/2

Bow of Nylea

4

Legendary Enchantment Artifact

Attacking creatures you control have deathrutch.

1, **0**: Choose one — Put a +1/+1 counter on target creature; or Bow of Nylea deals 2 damage to target creature with flying; or you gain 3 life; or put up to four target cards from your graveyard on the bottom of your library in any order.

—Yeung-Hao Han

Centaur Battlemaster

3

Creature — Centaur Warrior

Heroic — Whenever you cast a spell that targets Centaur Battlemaster, put three +1/+1 counters on Centaur Battlemaster.

"A herd is only as strong as its weakest. Our weakest just killed his third minotaur rider—today."

—Braulius of Phores Band

—Kev Walker

3/3

Commune with the Gods

4

Sorcery

Reveal the top five cards of your library. You may put a creature or enchantment card from among them into your hand. Put the rest into your graveyard.

For the first time in many years, Elspeth asked for help.

—Alexis Brailor

Defend the Hearth

4

Instant

Prevent all combat damage that would be dealt to players this turn.

The defenders said not a word. Their shields, spears, and stances were warning enough.

—Raymond Swankard

Fade into Antiquity

2

Sorcery

Exile target artifact or enchantment.

"Are the gods angry at our discontent with what they give us, or jealous that we made a thing they cannot?"

—Kleon the Iron-Booted

—Noah Bradlow

Feral Invocation

2

Enchantment — Aura

Flash (You may cast this spell any time you could cast an instant.)

Enchant creature

Enchanted creature gets +2/+2.

Nylea's sacred lynx guards those who honor the Nessian Wood and hunts those who don't.

—Mithras Kallides

Hunt the Hunter

4

Sorcery

Target green creature you control gets +2/+2 until end of turn. It fights target green creature an opponent controls.

"A grudge is a tattoo worn on the inside."

—Sellesian warrior saying

—Ryan Barger

Karametra's Acolyte

3



Creature — Human Druid

☛: Add an amount of ☛ to your mana pool equal to your devotion to green. (Each ☛ in the mana costs of permanents you control counts toward your devotion to green.)

"The wilds are a garden tended by divine hands."

—Chaste Stone

1/4

Leafcrown Dryad

1



Enchantment Creature — Nymph Dryad

Bestow 3 ☛ (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Reach

Enchanted creature gets +2/+2 and has reach.

—Valiant Forge

2/2

Mistcutter Hydra

3



Creature — Hydra

Mistcutter Hydra can't be countered.

Haste, protection from blue

Mistcutter Hydra enters the battlefield with X +1/+1 counters on it.

—Ryan Panigassi

0/0

Nemesis of Mortals

4



Creature — Snake

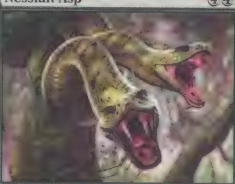
Nemesis of Mortals costs 1 less to cast for each creature card in your graveyard.
7 ☛: Monstrosity 5. This ability costs 1 less to activate for each creature card in your graveyard. (If this creature isn't monstrous, put five +1/+1 counters on it and it becomes monstrous.)

—Mathias Kollros

5/5

Nessian Asp

4



Creature — Snake

Reach

6 ☛: Monstrosity 4. (If this creature isn't monstrous, put four +1/+1 counters on it and it becomes monstrous.)

It's not the two heads you should fear. It's the four fangs.

—Alex Horley-Orlandelli

4/5

Nessian Courser

2



Creature — Centaur Warrior

Khestes the Adamant, the Champion's closest ally among the centaurs, took one stone to his shoulder and another to his flank. He held his stride and his aim, and let fly the arrow that killed the giant Grinthal.

—The Theriad

—Steve Prescott

3/3

Nylea, God of the Hunt

3



Legendary Enchantment Creature — God

Indestructible

As long as your devotion to green is less than five, Nylea isn't a creature. (Each ☛ in the mana costs of permanents you control counts toward your devotion to green.)

Other creatures you control have trample.

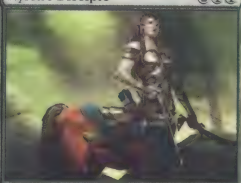
3 ☛: Target creature gets +2/+2 until end of turn.

—Chris Rahn

6/6

Nylea's Disciple

2



Creature — Centaur Archer

When Nylea's Disciple enters the battlefield, you gain life equal to your devotion to green. (Each ☛ in the mana costs of permanents you control counts toward your devotion to green.)

—Trevor Claxton

3/3

Nylea's Emissary

3



Enchantment Creature — Cat

Bestow 5 ☛ (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Trample

Enchanted creature gets +3/+3 and has trample.

—Sam Burley

3/3

A Magic: The Gathering card titled "Nylea's Presence". The card is an Enchantment — Aura. The artwork depicts a dark, swirling, and fiery landscape, possibly representing the interior of a volcano or a hellish realm. The colors are primarily dark purples, blacks, and oranges, with bright yellow and white highlights suggesting intense heat and fire. The overall mood is ominous and powerful.

Savage Surge ↓ 



Instant 

Target creature gets +2/+2 until end of turn. Untap that creature.

*"I thought its back was turned!"
"A centaur has two backs!"*

— Jasper Sandover



Ashen Rider

4 * * *



Creature — Archon

Flying

When Ashen Rider enters the battlefield or dies, exile target permanent.

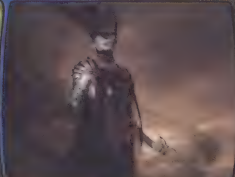
One offering to appease her on her arrival. Another to celebrate her departure.

Chris Rahn

5/5

Ashiok, Nightmare Weaver

1 * * *



Planeswalker — Ashiok

+2 Exile the top three cards of target opponent's library.

-X Put a creature card with converted mana cost X exiled with Ashiok, Nightmare Weaver onto the battlefield under your control. That creature is a Nightmare in addition to its other types.

-10 Exile all cards from all opponents' hands and graveyards.

Karlra Ortiz

3

Battlewise Hoplite

* *



Creature — Human Soldier

Heroic — Whenever you cast a spell that targets Battlewise Hoplite, put a +1/+1 counter on Battlewise Hoplite, then scry 1. (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

William R. Raut

2/2

Chronicler of Heroes

1 * *



Creature — Centaur Wizard

When Chronicler of Heroes enters the battlefield, draw a card if you control a creature with a +1/+1 counter on it.

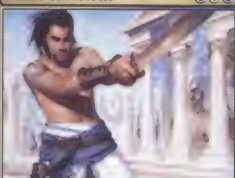
She paints pictures with words, though not all pictures show the truth.

John Stasko

3/3

Daxos of Meletis

1 * *



Legendary Creature — Human Soldier

Daxos of Meletis can't be blocked by creatures with power 3 or greater.

Whenever Daxos of Meletis deals combat damage to a player, exile the top card of that player's library. You gain life equal to that card's converted mana cost. Until end of turn, you may cast that card and you may spend mana as though it were mana of any color to cast it.

Karlra Ortiz

2/2

Destructive Revelry

* *



Instant

Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.

"Stoke a fire hot enough and you'll never run out of things to burn."
—Xenagos, the Reveler

Key Walker

Key Walker

Fleecemane Lion

* * *



Creature — Cat

3 * *: Monstrosity 1. (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.)

As long as Fleecemane Lion is monstrous, it has hexproof and indestructible.

Shane Smith/Matthew

3/3

Horizon Chimera

2 * *



Creature — Chimera

Flash (You may cast this spell any time you could cast an instant.)

Flying, trample

Whenever you draw a card, you gain 1 life.

Nate Rother

3/2

Kragma Warcaller

3 * *



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the hard together. After that, the meat-hunger is all the encouragement they need.

Gibson Strickland

2/3

Medomai the Ageless

3



Legendary Creature — Sphinx

Flying

Whenever Medomai the Ageless deals combat damage to a player, take an extra turn after this one. Medomai the Ageless can't attack during extra turns.

David Palumbo

4/4

Pharika's Mender

3



Creature — Gorgon

When Pharika's Mender enters the battlefield, you may return target creature or enchantment card from your graveyard to your hand.

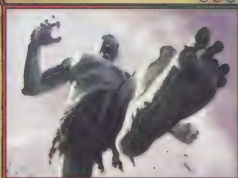
"The direst venom becomes a panacea under Pharika's guidance. I bring it to the worthy, clinging at the edge of the abyss."

Peter Mohrhead

4/3

Polis Crusher

2



Creature — Cyclops

Trample, protection from enchantments

4: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

Whenever Polis Crusher deals combat damage to a player, if Polis Crusher is monstrous, destroy target enchantment that player controls.

Chris Ware

4/4

Prophet of Kruphix

3



Creature — Human Wizard

Untap all creatures and lands you control during each other player's untap step.

You may cast creature cards as though they had flash.

"Time is fluid as a dance, and truth as fleeting."

Winston Nelson

2/3

Psychic Intrusion

3



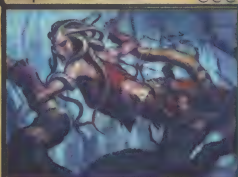
Sorcery

Target opponent reveals his or her hand. You choose a nonland card from that player's graveyard or hand and exile it. You may cast that card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell.

James Jones

Reaper of the Wilds

2



Creature — Gorgon

Whenever another creature dies, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Reaper of the Wilds gains deathtouch until end of turn.

Reaper of the Wilds gains hexproof until end of turn.

Karl Remond

4/5

Sentry of the Underworld

3



Creature — Griffin Skeleton

Flying, vigilance

Pay 3 life: Regenerate Sentry of the Underworld.

When Athreos gathers the newly dead to be ferried across the Five Rivers That Ring the World, he sends skeletal griffins to fetch those who stray.

Dave Kneiff

3/3

Shipwreck Singer

1



Creature — Siren

Flying

1: Target creature an opponent controls attacks this turn if able.

1: Attacking creatures get -1/-1 until end of turn.

Her melody maddens death and beauty with such artistry that even the gods weep to hear it.

Danarch

1/2

Spellheart Chimera

1



Creature — Chimera

Flying, trample

Spellheart Chimera's power is equal to the number of instant and sorcery cards in your graveyard.

Thaumaturges remain silent around chimeras, lest their words conjure even stranger beasts.

Serious Velmore

*/3

Steam Augury

2



Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard.

Keranos is a fickle god, delivering punishment as readily as prophecy.

—Dave Kitchard

Triad of Fates

2



Legendary Creature — Human Wizard

1. ♣: Put a fate counter on another target creature.

♣: ♣: Exile target creature that has a fate counter on it, then return it to the battlefield under its owner's control.

♣: ♣: Exile target creature that has a fate counter on it. Its controller draws two cards.

—Deaerich

3/3

Tymaret, the Murder King

3



Legendary Creature — Zombie Warrior

1 ♣: Sacrifice another creature: Tymaret, the Murder King deals 2 damage to target player.

1 ♣: Sacrifice a creature: Return Tymaret from your graveyard to your hand.

His memories remained in the Underworld, but his cruelty crossed the Rivers with him.

—Yolkari Raga

2/2

Underworld Cerberus

3



Creature — Hound

Underworld Cerberus can't be blocked except by three or more creatures. Cards in graveyards can't be the targets of spells or abilities.

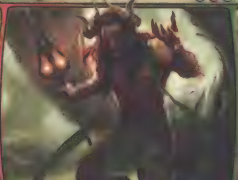
When Underworld Cerberus dies, exile it and each player returns all creature cards from his or her graveyard to his or her hand.

—Sverin Velgus

6/6

Xenagos, the Reveler

2



Planeswalker — Xenagos

+1: Add X mana in any combination of ♣ and/or ♠ to your mana pool, where X is the number of creatures you control.

0: Put a 2/2 red and green Satyr creature token with haste onto the battlefield.

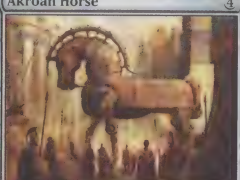
-6: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield.

—Joan Chan

3

Akroan Horse

4



Artifact Creature — Horse

Defender

When Akroan Horse enters the battlefield, an opponent gains control of it.

At the beginning of your upkeep, each opponent puts a 1/1 white Soldier creature token onto the battlefield.

—Seb McKinnon

0/4

Anvilwrought Raptor

4



Artifact Creature — Bird

Flying, first strike

"I know its lightness, for I have seen it fly. I know its weight, for I have seen it strike."

—Brigone, soldier of Meletis

—James Zapata

2/1

Bronze Sable

2



Artifact Creature — Sable

The Champion stood alone between the horde of the Returned and the shrine to Karametra, cutting down scores among hundreds. She would have been overcome if not for the aid of the temple guardians whom Karametra awakened.

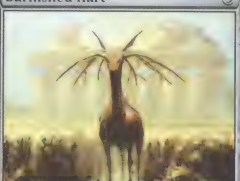
—The Thierid

—Jaeger Sandree

2/1

Burnished Hart

3



Artifact Creature — Elk

3, Sacrifice Burnished Hart: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Forged by divine hands to wander mortal realms.

—Yeqing-Hao Han

2/2

Colossus of Akros

8



Artifact Creature — Golem

Defender, indestructible

B: Monstrosity 10. (If this creature isn't monstrous, put ten +1/+1 counters on it and it becomes monstrous.)

As long as Colossus of Akros is monstrous, it has trample and can attack as though it didn't have defender.

Zagor Strella

10/10

Flamecast Wheel

1



Artifact

5, ♣, Sacrifice Flamecast Wheel: Flamecast Wheel deals 3 damage to target creature.

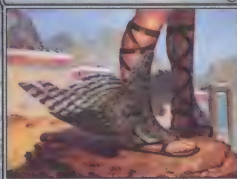
Beware the gifts of an ill-tempered forge god.

Jasper Sandner

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Fleetfeather Sandals

2



Artifact — Equipment

Equipped creature has flying and haste. Equip 2. (2: Attach to target creature you control. Equip only as a sorcery.)

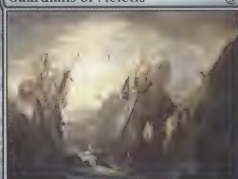
"The gods gave us no wings to fly, but they gave us an even greater gift: imagination."
—Daxos of Meletis

Siege Prescott

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Guardians of Meletis

3



Artifact Creature — Golem

Defender

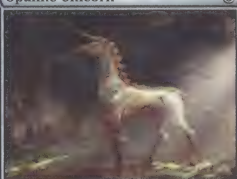
The histories speak of two feuding rulers whose deaths were celebrated and whose monuments symbolized the end of their wars. In truth they were peaceful lovers, their story lost to the ages.

Pagali Villeneuve

0/6

Opaline Unicorn

3



Artifact Creature — Unicorn

♣: Add one mana of any color to your mana pool.

Purphoros once loved Nylea, the god of the hunt. His passion inspired his most astounding works of art.

Christine Choi

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Prowler's Helm

2



Artifact — Equipment

Equipped creature can't be blocked except by Walls.

Equip 2
"The youths prattle on about heroic deeds, but avoiding the noose is a feat more daring than their entire careers."
—Basarios the Blade

Jesse Kerynuk

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Pixys of Pandemonium

1



Artifact

♣: Each player exiles the top card of his or her library face down.

7, ♣, Sacrifice Pixys of Pandemonium: Each player turns face up all cards he or she owns exiled with Pixys of Pandemonium, then puts all permanent cards among them onto the battlefield.

David Palumbo

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Traveler's Amulet

1



Artifact

1, Sacrifice Traveler's Amulet: Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.

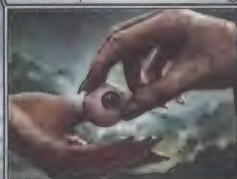
"What we call magic is nothing more than hope crystallized into a destination."
—Perisophia the philosopher

Diana Volkmann

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Witches' Eye

1



Artifact — Equipment

Equipped creature has "1, ♣: Scry 1." (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

Equip 1
The price of prophecy is a vacant eye socket.

Daniel Quaresima

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Nykthos, Shrine to Nyx



Legendary Land

• Add 1 to your mana pool.
2, • Choose a color. Add to your mana pool an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

—Randy Bunch

Temple of Abandon



Land

Temple of Abandon enters the battlefield tapped.

When Temple of Abandon enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add 2 or • to your mana pool.

—Randy Bunch

Temple of Deceit



Land

Temple of Deceit enters the battlefield tapped.

When Temple of Deceit enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add 4 or • to your mana pool.

—Randy Bunch

Temple of Mystery



Land

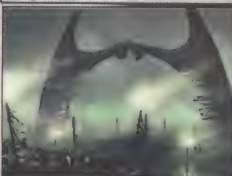
Temple of Mystery enters the battlefield tapped.

When Temple of Mystery enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add • or • to your mana pool.

—Randy Bunch

Temple of Silence



Land

Temple of Silence enters the battlefield tapped.

When Temple of Silence enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add • or • to your mana pool.

—Randy Bunch

Temple of Triumph



Land

Temple of Triumph enters the battlefield tapped.

When Temple of Triumph enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add 2 or • to your mana pool.

—Randy Bunch

Unknown Shores



Land

• Add 1 to your mana pool.
1, • Add one mana of any color to your mana pool.

Philosophers speak of a place where myths wash like tides upon the shores of the real.

—Randy Bunch

Plains

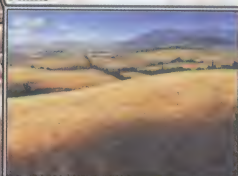


Basic Land — Plains



—Randy Bunch

Plains



Basic Land — Plains



—Randy Bunch





THEROS™

CARD CHECKLIST

This checklist lets you keep track of your cards. A card's collector number will help you find it in the Card Encyclopedia on pages 21–48.

<input type="checkbox"/> Abhorrent Overlord	75	R	<input type="checkbox"/> Centaur Battlemaster	154	U
<input type="checkbox"/> Agent of Horizons	148	C	<input type="checkbox"/> Chained to the Rocks	4	R
<input type="checkbox"/> Agent of the Fates	76	R	<input type="checkbox"/> Chosen by Heliod	5	C
<input type="checkbox"/> Akroan Crusader	111	C	<input type="checkbox"/> Chronicler of Heroes	190	U
<input type="checkbox"/> Akroan Hoplite	185	U	<input type="checkbox"/> Coastline Chimera	44	C
<input type="checkbox"/> Akroan Horse	210	R	<input type="checkbox"/> Colossus of Akros	214	R
<input type="checkbox"/> Anax and Cymede	186	R	<input type="checkbox"/> Commune with the Gods	155	C
<input type="checkbox"/> Anger of the Gods	112	R	<input type="checkbox"/> Coordinated Assault	116	U
<input type="checkbox"/> Annul	38	C	<input type="checkbox"/> Crackling Triton	45	C
<input type="checkbox"/> Anthousa, Setessian Hero	149	R	<input type="checkbox"/> Curse of the Swine	46	R
<input type="checkbox"/> Anvilwrought Raptor	211	U	<input type="checkbox"/> Cutthroat Maneuver	82	U
<input type="checkbox"/> Aqueous Form	39	C	<input type="checkbox"/> Dark Betrayal	83	U
<input type="checkbox"/> Arbor Colossus	150	R	<input type="checkbox"/> Dauntless Onslaught	6	U
<input type="checkbox"/> Arena Athlete	113	U	<input type="checkbox"/> Daxos of Meletis	191	R
<input type="checkbox"/> Artisan of Forms	40	R	<input type="checkbox"/> Deathbellow Raider	117	C
<input type="checkbox"/> Artisan's Sorrow	151	U	<input type="checkbox"/> Decorated Griffin	7	U
<input type="checkbox"/> Ashen Rider	187	M	<input type="checkbox"/> Defend the Hearth	156	C
<input type="checkbox"/> Ashiok,			<input type="checkbox"/> Demolish	118	C
Nightmare Weaver	188	M	<input type="checkbox"/> Destructive Revelry	192	U
<input type="checkbox"/> Asphodel Wanderer	77	C	<input type="checkbox"/> Disciple of Phenax	84	C
<input type="checkbox"/> Baleful Eidolon	78	C	<input type="checkbox"/> Dissolve	47	U
<input type="checkbox"/> Battlewise Hoplite	189	U	<input type="checkbox"/> Divine Verdict	8	C
<input type="checkbox"/> Battlewise Valor	1	C	<input type="checkbox"/> Dragon Mantle	119	C
<input type="checkbox"/> Benthic Giant	41	C	<input type="checkbox"/> Elspeth, Sun's Champion	9	M
<input type="checkbox"/> Bident of Thassa	42	R	<input type="checkbox"/> Ember Swallower	120	R
<input type="checkbox"/> Blood-Toll Harpy	79	C	<input type="checkbox"/> Ephara's Warden	10	C
<input type="checkbox"/> Boon of Erebos	80	C	<input type="checkbox"/> Erebos, God of the Dead	85	M
<input type="checkbox"/> Boon Satyr	152	R	<input type="checkbox"/> Erebus's Emissary	86	U
<input type="checkbox"/> Borderland Minotaur	114	C	<input type="checkbox"/> Evangel of Heliod	11	U
<input type="checkbox"/> Boulderfall	115	C	<input type="checkbox"/> Fabled Hero	12	R
<input type="checkbox"/> Bow of Nylea	153	R	<input type="checkbox"/> Fade into Antiquity	157	C
<input type="checkbox"/> Breaching Hippocamp	43	C	<input type="checkbox"/> Fanatic of Mogis	121	U
<input type="checkbox"/> Bronze Sable	212	C	<input type="checkbox"/> Fate Foretold	48	C
<input type="checkbox"/> Burnished Hart	213	U	<input type="checkbox"/> Favored Hoplite	13	U
<input type="checkbox"/> Cavalry Pegasus	2	C	<input type="checkbox"/> Felhide Minotaur	87	C
<input type="checkbox"/> Cavern Lampad	81	C	<input type="checkbox"/> Feral Invocation	158	C
<input type="checkbox"/> Celestial Archon	3	R	<input type="checkbox"/> Firedrinker Satyr	122	R

□ Flamecast Wheel	215	U	□ Medomai the Ageless	196	M
□ Flamespeaker Adept	123	U	□ Meletis Charlatan	54	R
□ Fleecemane Lion	193	R	□ Messenger's Speed	129	C
□ Fleetfeather Sandals	216	C	□ Minotaur Skullcleaver	130	C
□ Fleshmad Steed	88	C	□ Mistcutter Hydra	162	R
□ Forest	246	L	□ Mnemonic Wall	55	C
□ Forest	247	L	□ Mógis's Marauder	97	U
□ Forest	248	L	□ Mountain	242	L
□ Forest	249	L	□ Mountain	243	L
□ Gainsay	49	U	□ Mountain	244	L
□ Gift of Immortality	14	R	□ Mountain	245	L
□ Glare of Heresy	15	U	□ Nemesis of Mortals	163	U
□ Gods Willing	16	C	□ Nessian Asp	164	C
□ Gray Merchant of Asphodel	89	C	□ Nessian Courser	165	C
□ Griptide	50	C	□ Nighthowler	98	R
□ Guardians of Meletis	217	C	□ Nimbus Naiad	56	C
□ Hammer of Purphoros	124	R	□ Nykthos, Shrine to Nyx	223	R
□ Heliod, God of the Sun	17	M	□ Nylea, God of the Hunt	166	M
□ Heliod's Emissary	18	U	□ Nylea's Disciple	167	C
□ Hero's Downfall	90	R	□ Nylea's Emissary	168	U
□ Hopeful Eidolon	19	C	□ Nylea's Presence	169	C
□ Horizon Chimera	194	U	□ Observant Alseid	24	C
□ Horizon Scholar	51	U	□ Omenspeaker	57	C
□ Hundred-Handed One	20	R	□ Opaline Unicorn	218	C
□ Hunt the Hunter	159	U	□ Ordeal of Erebus	99	U
□ Hythonia the Cruel	91	M	□ Ordeal of Heliod	25	U
□ Ill-Tempered Cyclops	125	C	□ Ordeal of Nylea	170	U
□ Insatiable Harpy	92	U	□ Ordeal of Purphoros	131	U
□ Island	234	L	□ Ordeal of Thassa	58	U
□ Island	235	L	□ Peak Eruption	132	U
□ Island	236	L	□ Phalanx Leader	26	U
□ Island	237	L	□ Pharika's Cure	100	C
□ Karametra's Acolyte	160	U	□ Pharika's Mender	197	U
□ Keepsake Gorgon	93	U	□ Pheres-Band Centaurs	171	C
□ Kragma Warcaller	195	U	□ Plains	230	L
□ Labyrinth Champion	126	R	□ Plains	231	L
□ Lagonna-Band Elder	21	C	□ Plains	232	L
□ Lash of the Whip	94	C	□ Plains	233	L
□ Last Breath	22	C	□ Polis Crusher	198	R
□ Leafcrown Dryad	161	C	□ Polukranos, World Eater	172	M
□ Leonin Snarecaster	23	C	□ Portent of Betrayal	133	C
□ Lightning Strike	127	C	□ Prescient Chimera	59	C
□ Loathsome Catoblepas	95	C	□ Priest of Iroas	134	C
□ Lost in a Labyrinth	52	C	□ Prognostic Sphinx	60	R
□ Magma Jet	128	U	□ Prophet of Kruphix	199	R
□ March of the Returned	96	C	□ Prowler's Helm	219	U
□ Master of Waves	53	M	□ Psychic Intrusion	200	R

○□ Purphoros, God of the Forge	135	M	○□ Swamp	239	L
○□ Purphoros's Emissary	136	U	○□ Swamp	240	L
○□ Pyxis of Pandemonium	220	R	○□ Swamp	241	L
○□ Rage of Purphoros	137	C	○□ Swan Song	65	R
○□ Rageblood Shaman	138	R	○□ Sylvan Caryatid	180	R
○□ Ray of Dissolution	27	C	○□ Temple of Abandon	224	R
○□ Read the Bones	101	C	○□ Temple of Deceit	225	R
○□ Reaper of the Wilds	201	R	○□ Temple of Mystery	226	R
○□ Rescue from the Underworld	102	U	○□ Temple of Silence	227	R
○□ Returned Centaur	103	C	○□ Temple of Triumph	228	R
○□ Returned Phalanx	104	C	○□ Thassa, God of the Sea	66	M
○□ Reverent Hunter	173	R	○□ Thassa's Bounty	67	C
○□ Satyr Hedonist	174	C	○□ Thassa's Emissary	68	U
○□ Satyr Piper	175	U	○□ Thoughtseize	107	R
○□ Satyr Rambler	139	C	○□ Time to Feed	181	C
○□ Savage Surge	176	C	○□ Titan of Eternal Fire	144	R
○□ Scholar of Athreos	28	C	○□ Titan's Strength	145	C
○□ Scourgemark	105	C	○□ Tormented Hero	108	U
○□ Sea God's Revenge	61	U	○□ Traveler's Amulet	221	C
○□ Sealock Monster	62	U	○□ Traveling Philosopher	34	C
○□ Sedge Scorpion	177	C	○□ Triad of Fates	206	R
○□ Sentry of the Underworld	202	U	○□ Triton Fortune Hunter	69	U
○□ Setessan Battle Priest	29	C	○□ Triton Shorethief	70	C
○□ Setessan Griffin	30	C	○□ Triton Tactics	71	U
○□ Shipbreaker Kraken	63	R	○□ Two-Headed Cerberus	146	C
○□ Shipwreck Singer	203	U	○□ Tymaret, the Murder King	207	R
○□ Shredding Winds	178	C	○□ Underworld Cerberus	208	M
○□ Silent Artisan	31	C	○□ Unknown Shores	229	C
○□ Sip of Hemlock	106	C	○□ Vanquish the Foul	35	U
○□ Soldier of the Pantheon	32	R	○□ Vaporkin	72	C
○□ Spark Jolt	140	C	○□ Viper's Kiss	109	C
○□ Spear of Heliod	33	R	○□ Voyage's End	73	C
○□ Spearpoint Oread	141	C	○□ Voyaging Satyr	182	C
○□ Spellheart Chimera	204	U	○□ Vulpine Goliath	183	C
○□ Staunch-Hearted Warrior	179	C	○□ Warriors' Lesson	184	U
○□ Steam Augury	205	R	○□ Wavecrash Triton	74	C
○□ Stoneshock Giant	142	U	○□ Whip of Erebos	110	R
○□ Stormbreath Dragon	143	M	○□ Wild Celebrants	147	C
○□ Stymied Hopes	64	C	○□ Wingsteed Rider	36	C
○□ Swamp	238	L	○□ Witches' Eye	222	U
			○□ Xenagos, the Reveler	209	M
			○□ Yoked Ox	37	C

M = Mythic rare R = Rare U = Uncommon C = Common L = Basic land

○ = Regular card □ = Premium card

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